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1 Prefetching in segmented disk cache for multi-disk systems 87%
Valery Soloviev
**Proceedings of the fourth workshop on I/O in parallel and distributed systems: part of the federated computing research conference** May 1996

2 Session 9A: Fully-dynamic two dimensional orthogonal range and line segment intersection reporting in logarithmic time 83%
Christian Worm Mortensen
**Proceedings of the fourteenth annual ACM-SIAM symposium on Discrete algorithms**
January 2003
We consider the two dimensional fully-dynamic orthogonal range reporting problem and the two dimensional fully-dynamic orthogonal line segment intersection reporting problem in the comparison model. We show that if *n* is the number of stored elements, then these problems can be solved in worst case time Θ(log *n*) plus time proportional to the size of the output pr. operation.

3 The management of end-user computing: status and directions 83%
James C. Brancheau , Carol V. Brown
**ACM Computing Surveys (CSUR)** December 1993
Volume 25 Issue 4
The development of computing applications by the people who have direct need for them in their work has become commonplace. During the 1980s, development of applications by “end users” accelerated and became a key management and research concern. Known as “end-user computing,” the phenomena and research associated with this trend

cross a variety of disciplines. This article critically surveys the published literature on end-user computing (EUC) management according t ...

4 Posters: Shuhai Wenyuan interactive internet worktable: studying ancient chinese philosophy online 82%

Mary Tiles , Brian Bruya

**Proceedings of the second ACM/IEEE-CS joint conference on Digital libraries** July 2002

There are four major digital library projects in East Asia that publish digital versions of parts of the vast pre-modern Chinese corpus on the World Wide Web. All of these are targeted at professional sinologists, with no accommodation for the user who is not expertly proficient in Chinese. As a result, anyone interested in seriously engaging Chinese thought must either set aside a few years to learn Classical Chinese or remain beholden to the sinologist for both information and inter ...

5 Three-dimensional medical imaging: algorithms and computer systems 82%

M. R. Stytz , G. Frieder , O. Frieder

**ACM Computing Surveys (CSUR)** December 1991

Volume 23 Issue 4

6 Interaction in the real world: The missing link: augmenting biology laboratory notebooks 82%

Wendy E. Mackay , Guillaume Pothier , Catherine Letondal , Kaare Bøegh , Hans Erik Sørensen

**Proceedings of the 15th annual ACM symposium on User interface software and technology** October 2002

Using a participatory design process, we created three prototype augmented laboratory notebooks that provide the missing link between paper, physical artifacts and on-line data. The final *a-book* combines a graphics tablet and a PDA. The tablet captures writing on the paper notebook and the PDA acts as an "interaction lens" or window between physical and electronic documents. Our approach is document-centered, with a software architecture based on layers of physical and electronic informat ...

7 Synthetic texturing using digital filters 80%

Eliot A. Feibush , Marc Levoy , Robert L. Cook

**Proceedings of the 7th annual conference on Computer graphics and interactive techniques** July 1980

Aliasing artifacts are eliminated from computer generated images of textured polygons by equivalently filtering both the texture and the edges of the polygons. Different filters can be easily compared because the weighting functions that define the shape of the filters are pre-computed and stored in lookup tables. A polygon subdivision algorithm removes the hidden surfaces so that the polygons are rendered sequentially to minimize accessing the texture definition files. An implementation of ...

8 Functional distribution of Computer Based Messaging Systems 80%

John R. Pickens

**Proceedings of the sixth data communications symposium** November 1979

Computer Based Messaging Systems (CBMS) is a growing but complex application of computer networking technology. Though in its infancy, CBMS presents opportunities and challanges for

research into the technology of distribution systems. In this paper a multi-layered model of CBMS is developed and detailed. At each layer an inventory of functions is presented, and tradeoffs are discussed. Options for packaging CBMS range from robust centralized schemes to highly distributed intelligent termin ...

9 Session 11A: Time-space tradeoffs, multiparty communication complexity, and nearest-neighbor problems 80%
Paul Beame , Erik Vee
**Proceedings of the thiry-fourth annual ACM symposium on Theory of computing** May 2002
(MATH) We extend recent techniques for time-space tradeoff lower bounds using multiparty communication complexity ideas. Using these arguments, for inputs from large domains we prove larger tradeoff lower bounds than previously known for general branching programs, yielding time lower bounds of the form $T=\Omega(n\log^2 n)$ when space $S=n^{1-\epsilon}$, up from $T=\Omega(n\log n)$ for the best previous results. We also prove the first unrestricted separation of the power of general and oblivio ...

10 Nonlinear array layouts for hierarchical memory systems 80%
Siddhartha Chatterjee , Vibhor V. Jain , Alvin R. Lebeck , Shyam Mundhra , Mithuna Thottethodi
**Proceedings of the 13th international conference on Supercomputing** May 1999

11 A comparative analysis of methodologies for database schema integration 80%
C. Batini , M. Lenzerini , S. B. Navathe
**ACM Computing Surveys (CSUR)** December 1986
Volume 18 Issue 4
One of the fundamental principles of the database approach is that a database allows a nonredundant, unified representation of all data managed in an organization. This is achieved only when methodologies are available to support integration across organizational and application boundaries. Methodologies for database design usually perform the design activity by separately producing several schemas, representing parts of the application, which are subsequently merged. Database sc ...

12 VIKI: spatial hypertext supporting emergent structure 80%
Catherine C. Marshall , Frank M. Shipman , James H. Coombs
**Proceedings of the 1994 ACM European conference on Hypermedia technology** September 1994
The emergent nature of structure is a crucial, but often ignored, constraint on authoring hypertexts. VIKI is a spatial hypertext system that supports the emergent qualities of structure and the abstractions that guide its creation. We have found that a visual/spatial metaphor for hypertext allows people to express the nuances of structure, especialy ambiguous, partial, or emerging structure, more easily. VIKI supports interpretation of a collected body of materials, a task that becomes inc ...

13 Decoupled simulation in virtual reality with the MR toolkit 80%
Chris Shaw , Mark Green , Jiandong Liang , Yunqi Sun
**ACM Transactions on Information Systems (TOIS)** July 1993

Volume 11 Issue 3

**14** CMIFed: a transportable hypermedia authoring system 80%
Lynda Hardman , Guido van Rossum , Jack Jansen , Sjoerd Mullender
**Proceedings of the second ACM international conference on Multimedia** October 1994

**15** Distance-based outliers: algorithms and applications 80%
Edwin M. Knorr , Raymond T. Ng , Vladimir Tucakov
**The VLDB Journal — The International Journal on Very Large Data Bases** February 2000
Volume 8 Issue 3-4
This paper deals with finding outliers (exceptions) in large, multidimensional datasets. The identification of outliers can lead to the discovery of truly unexpected knowledge in areas such as electronic commerce, credit card fraud, and even the analysis of performance statistics of professional athletes. Existing methods that we have seen for finding outliers can only deal efficiently with two dimensions/attributes of a dataset. In this paper, we study the notion of *DB (distance-based* ...

**16** User interfaces: Management and visualization of large, complex and time-dependent 3D objects in distributed GIS 80%
S. Shumilov , A. Thomsen , A. B. Cremers , B. Koos
**Proceedings of the tenth ACM international symposium on Advances in geographic information systems** November 2002
This paper presents solutions for architectures of distributed GIS employed for large scale geological modeling in contrast with more traditional GIS. Key technologies are proposed for dealing with complex geological spatio-temporal 3D models. These techniques are then illustrated on a prototype system developed to support interactive work on large models employed by existing geological 3D modeling tools. This prototype has already been successfully applied to the construction of large 3D and 4D ...

**17** Perspectives in Software Engineering 80%
Marvin V. Zelkowitz
**ACM Computing Surveys (CSUR)** June 1978
Volume 10 Issue 2

**18** Visualizing digital library search results with categorical and hierarchical axes 80%
Ben Shneiderman , David Feldman , Anne Rose , Xavier Ferré Grau
**Proceedings of the fifth ACM conference on Digital libraries** June 2000
Digital library search results are usually shown as a textual list, with 10-20 items per page. Viewing several thousand search results at once on a two-dimensional display with continuous variables is a promising alternative. Since these displays can overwhelm some users, we created a simplified two-dimensional display that uses categorical and hierarchical axes, called hieraxes. Users appreciate the meaningful and limited number of terms on each hieraxis. At each grid point ...

**19** Modeling video objects in 4DIS temporal database system 80%

Antonio Si , Rynson W. J. Lau , Qing Li , Hong V. Leong
**Proceedings of the 1998 ACM symposium on Applied Computing** February 1998

**20** 4DIS: a temporal framework for unifying meta-data and data evolution 80%
Antonio Si , Hong V. Leong , Peter Y. Wu
**Proceedings of the 1998 ACM symposium on Applied Computing** February 1998

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